



WANTED

"Red" Sulra

5000 Gold

Guilty of Heresy Against the Divine, Murder, Banditry, and Disobedience of Laws of the State of Ualakur. Described as a red-skinned, white-haired male Ashenspawn.

DIVINE DOMAIN: PUNISHMENT

The wicked and sinful must suffer the consequences of their transgressions. Heresy and apostasy shall not be tolerated among the ranks of the righteous, and those who turn against the truth of the faith will be burned in the fires of the heavens before being cast down into the suffering pits of hell. Deities such as Zeus, Hades, Nemesis, Hel, Tyr, Anubis, Shiva, Itztlacoliuhqui-Ixquimilli, and other deities of war, death, justice, revenge, and the underworld or afterlife may lay claim to the domain of punishment. You will be an instrument of your deity's wrath upon the Material Plane, often acting as an inquisitor and hunter of fiends, heathens, and heretical blasphemers.

PUNISHMENT DOMAIN SPELLS

Cleric Level Spells

1st	hellish rebuke, inflict wounds
3rd	heat metal, see invisibility
5th	bestow curse, dispel magic
7th	banishment, phantasmal killer
9th	dispel evil and good, flame strike

BONUS CANTRIPS

When you select this domain at 1st level, you learn the *produce flame* and *true strike* cantrips if you do not already know them, and they count as cleric cantrips for you.

EYES OF THE INQUISITOR

Also at 1st level, your natural suspicion allows you to easily ferret out blasphemers and heretics. You gain proficiency in Insight, and you can add double your proficiency bonus when making Wisdom (Insight) checks. When you kill a creature, you learn what deliberate lies it has told you in the past hour, if any.

You can use your bonus action to cast *detect magic* without using a spell slot.

Once you cast this spell in this way, you can't do so again until you finish a short or long rest.

CHANNEL DIVINITY: OMINOUS DREAD

At 2nd level, you learn to call upon the wrath of your deity to cast a terrible pall around you. As an action, you can present your holy symbol and use your Channel Divinity to unleash a wave of terror. Hostile creatures within 60 feet of you must make a Wisdom saving throw. If a creature fails, it is frightened of you until it ends its turn in a space at least 60 feet away from you or it causes damage to you.

PURIFYING PAIN

At 6th level, your existence is a brand upon the flesh of the unholy. When you deal damage to a creature, you can choose to curse it with a holy mark. For 1 minute, whenever the creature would take damage from any source, you can change the damage type of that damage to radiant damage, and if the creature is frightened, its movement speed is halved.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

NO REST FOR THE WICKED

At 17th level, your righteous fervor allows you to inflict a terrible, debilitating punishment upon those who have transgressed. When you use your Ominous Dread Channel Divinity option, each creature that fails the saving throw is frightened of you until it moves more than 120 feet away from you, and causing damage to you does not remove the condition.

Can I just say that it's not fair to categorize all ashenspawn as murderous bandits? I only kill people who really deserve it. Then I take their stuff. Totally different! - X